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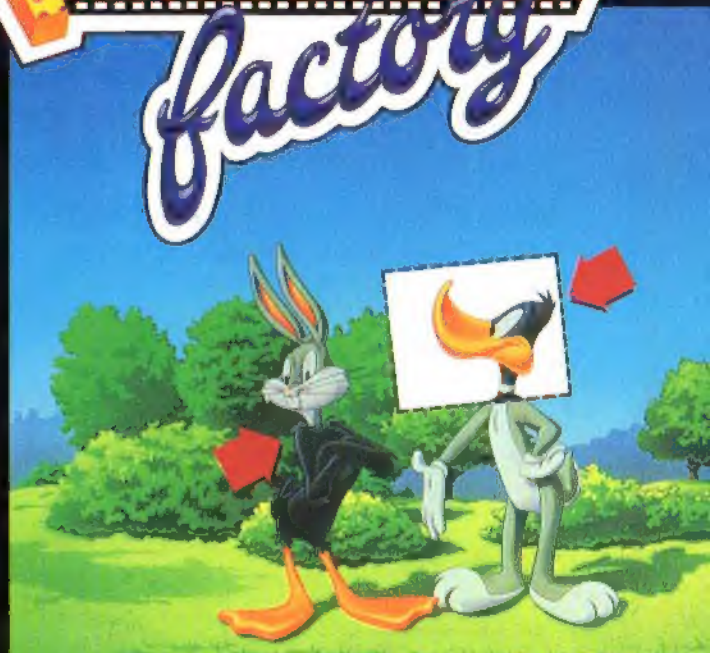
Printed in Japan

SNS-ACME-USA

ACME ANIMATION factory



Instruction Manual

SUNSOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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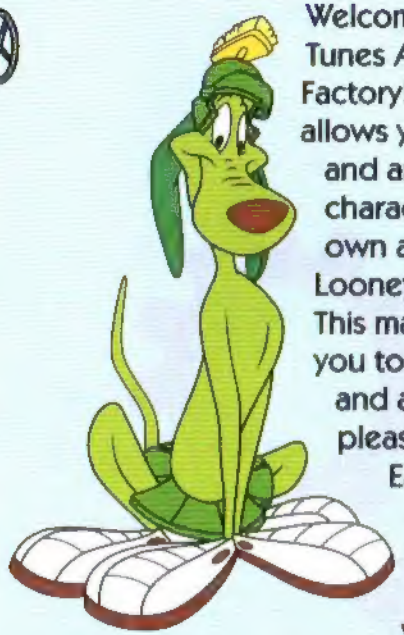
Acme Animation Factory



Welcome to the Looney Tunes ACME Animation Factory! This Game Pak allows you to create, color, and animate your own characters, or make your own animations using the Looney Tunes characters. This manual will introduce you to all of the drawing and animation tools – please read it carefully. Each section will begin with a quick reference page so that you can see which tools are available in the different sections and for you to refer back to when you are animating. After the quick reference pages, all of the drawing and animation tools will be explained in detail. Happy animating!

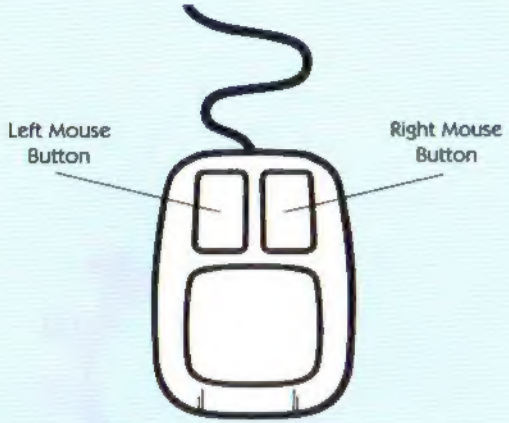
Special Note to Parents & Teachers:

Although this Game Pak is designed to help young animators bring their creations to life with motion and sound, it teaches many sophisticated computer functions, such as:

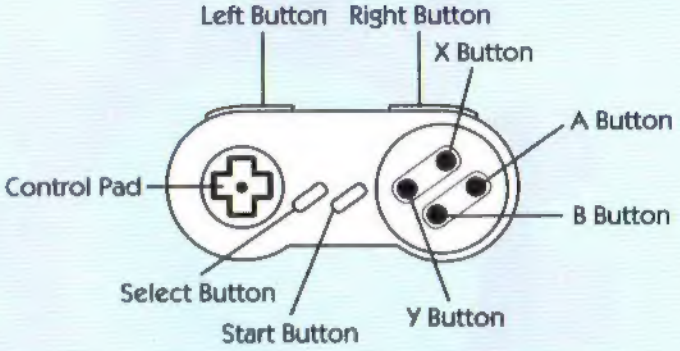
- Using a mouse to click on and drag objects.
- Selecting different choices from menus and "tool bars".
- Computer editing techniques, like copy, paste, and rotate.
- Familiarity with using different computer "tools" and program sections to accomplish different tasks.

Feel free to explore this Game Pak – you will find it has many of the same functions as sophisticated graphics, music, and document composition programs.

Controls



In most sections, you will see an on-screen **cursor** – an arrow or a picture of the tool you are using. Move the mouse around the mouse pad and the cursor will follow your movements. Press the Left Button on the mouse each time this manual suggests that you click on a certain area or button. When this manual suggests that you **drag,** hold down the Left Button while you move the mouse around. The Right Button on the mouse is used to exit a section of the Animation Factory and return to a previous section or to the Main Menu.



If you are using a Super NES controller, use the Control Pad to move the cursor. Press the Y Button to click on certain areas or buttons and to draw. Hold down the Y Button while using the Control Pad to drag. Use the A Button to return to a previous section when you are in sub-menus or to Erase when you are in the Drawing Section. The Top Left Button will snap the cursor to the top of the screen where the function icons are located. The Top Right Button will snap the cursor to the bottom of the screen where the paint palette is located. To slow the cursor down, hold the X Button.

Main Menu

At the main menu screen, click on one of the following icons, then click on the start button to go to that section of the Animation Factory.

Drawing Board
Porky Pig will guide you to the Drawing Board, where you can create your own backgrounds, characters, or messages.

Animation Studio
Daffy Duck is in charge of the Animation Studio, where you can color and edit your favorite Looney Tunes characters, or create and bring to life your own creatures.

Game Arcade
Wile E. Coyote invites you to take a break from animating and play the game Looney Tunes Mix 'N Match.

Save/Load
Marvin the Martian makes it quick and easy to save and load drawings, animations, or music that you have created. You can even save a creation, turn off your Super NES, and finish your masterpiece at a later date!

Mission Control
Speedy Gonzales helps you to set the Animation Factory Controls and cursors the way you want them.

Music Hall
Conductor Bugs Bunny and the Looney Tunes band orchestrate your musical compositions while you watch or while you draw and animate.

The Drawing Board

The Drawing Board is where you can draw and paint your own pictures, you can even make your drawings into backgrounds for your own animation!

The Drawing Board Quick Reference

- END — Return to Main Menu
- Go to Animation Studio
- Go to ACME Color Mixer
- Select a background to color or redesign
- CLR — Erase your current drawing page
- UNDO — Undo your last action
- Activate the pencil
- Shape Selector
- Make a copy, flip & turn, cut & paste menu
- Fill an area with color or a pattern
- P — Select & create new patterns
- Rubber stamp a pattern or color
- abc — Add words to your drawings
- Frame your drawings
- S L — Save or load a drawing
- Your palette of colors to draw with

Each of the Icons at the top of the screen represents a different tool or function. When you click on a tool icon, it will light up to let you know which tool you are using. Use the Left Button on the mouse or the Y Button on the controller to select a tool to use. Use the Right Button on the mouse to access the tool's or function's sub-menu. Please note that not all functions have a sub-menu.

END **Return to Main Menu** allows you to go back to the Acme Animation Factory Main Menu so that you can enter a different area of the factory – for instance, to create music or play a game.

This **Camera** takes you to the Animation Studio – you can go back and forth between the Drawing Board and the Animation Studio, so that you can work on an animated character and their background at the same time. The Quick Reference page for the Animation Factory is on page 23, and is followed by a full explanation of how to animate, but for now, we suggest you learn how to use the drawing tools first, because you will be using several of the same tools later.

This **Palette** takes you to Bugs Bunny's Acme Color Selector – a very colorful machine which allows you to change the colors in your color palette. Here you can mix new colors, move old ones, and do some wacky color effects! Your current color palette is shown at the bottom of the screen.

To **Erase,** hold the Right Button on the mouse or the A Button on the Controller. The cursor will change into an eraser. Hold the Eraser button and move the cursor to erase.

Mix Your Own Colors

The color mixing machine has three basic paint colors used to create all colors in the universe. Normally when painting, these colors would be red, yellow and blue, but because the ACME Animation Factory uses light on your television screen as a canvas for your creations, colors must be created using these basic colors: **RED, GREEN** and **BLUE.**

Click on a color you wish to modify and it will appear in the Color Selector Machine. You can see how red, green and blue are mixed to make that color. You can change the color by adjusting the amount of paint in the red, green and blue tubes. The higher a tube is filled, the more of that particular color there will be in your final mix.

Here's a practice test: Set all three tubes so that they are completely empty. Your mixed color is now black because there is no color. Click on the RED tube and fill it half way. Your mixed color is now a dark red. The more red you add, the lighter the red color becomes. You can do the same with the green and blue tubes to create shades of green and blue.

In order to create colors other than the three basic ones, you can combine two or more colors together:

RED & GREEN = YELLOW RED & BLUE = PURPLE
GREEN & BLUE = CYAN (**ORANGE** can be created by filling red all the way and filling green only half way.)

Now that you have the formulas, try this: Set RED and GREEN so that they are both full. Set BLUE so that it is empty. You now have a yellow in your mixer. Now lower the GREEN tube until it is only half full. You should now have an ORANGE in your mixer. By varying the amount of each color, you can create any color you wish.

The shade of your color is determined by how high the tubes are filled. The higher the tubes are filled, the lighter your color will be. Filling all three tubes will create WHITE, while leaving all three tubes empty will create BLACK. GREYS are created by keeping all three tubes equally filled in the middle area.

The most difficult color to create is BROWN. To get BROWN, you must have some RED, GREEN and BLUE in the mixer. The RED should be set higher than the GREEN, and the BLUE should be set lower than the green.

If you experiment enough, you will eventually mix the exact color you want. When you are satisfied with your color mixing, you can select another color to edit, return to the Drawing Board or Animation Studio, or use some of the other color effects. If you're having a hard time remembering the colors of the Looney Tunes characters, we've helped you out by placing them throughout this manual.

Color Effects

On the right side of the Acme Color Selector Machine, there are six Color Effects Buttons. Keep in mind that any changes you make to your color palette will change colors that you have already drawn. This can produce some very interesting effects, but might not be what you want. It might be a good idea to mix and edit colors BEFORE you start to draw.

Color Copy – Click on one color, then click this button, then click on a second color in your palette. The first color you clicked will be duplicated, replacing the second color. This is handy when you want to edit the second color to be slightly different than the first.

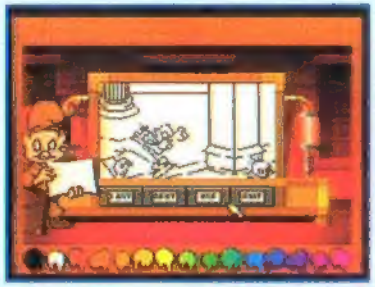
Color Swap – Click on one color, then click this button, then click on a second color in your palette. The first color and the second color will swap positions with the first. Use Color Swap to change colors in a drawing that you have already done, or to organize colors for a Color Cycle.

Color Cycle Selection – Here's a neat effect you may want to try: you can set up a Color Cycle by placing different colors next to one another in your color palette (use Color Swap to move colors around). Let's say you have a drawing which has a sunset sky painted with red, orange and yellow. Position red, orange and yellow next to each other in this order on your palette. Click on the color red, then click on the Color Cycle Selection Button, then click on the color yellow. Because the color orange is between red and yellow, all three colors are now part of your Cycle Selection.

To make your colors cycle, click the Cycle Start/Stop button. You will see that the colors red, orange and yellow in your palette are now cycling from red to orange to yellow to red to orange... If you return to the Drawing Board, the sky (and anything else) painted with red, orange or yellow will now be cycling! You can even select one of the cycling colors from your palette and paint with cycling ink! To stop colors from cycling, return to the Acme Color Selector and click on the Cycle Start/Stop button again. You can make a Color Cycle Selection from as many colors as you want – you can even make your entire palette cycle!

Click on the END Button or click the Right Mouse Button or Controller A button to return to the drawing palette.

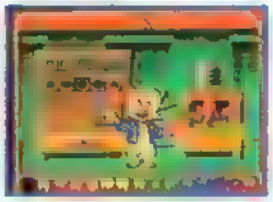
Click on this icon to see the Pre-Drawn Backgrounds Selector. The screen here shows different black & white backgrounds that you can use like coloring book pages, coloring in areas using any colors you want. Click on the NEXT Button to see other backgrounds, then click on the USE Button to select one of the backgrounds to color. Once you have selected a Pre-Drawn Background, you can use any of the drawing tools to color or modify that background.



UNDO You can click on the UNDO Icon to undo the last thing you did. For instance, if you are painting on a background and you accidentally paint into an area you didn't want to, click on the UNDO Icon and the mistake will be erased – just as if you never made it! The UNDO Icon can be used for a second take on anything you do, so you can experiment with confidence, knowing that you can always do something over if it doesn't look right. The UNDO Icon can even be used to bring back a drawing that has been accidentally erased! Remember, you can only use the UNDO Icon to undo the LAST THING you did – if you erase a screen then start to draw on it, you will be able to undo the drawing, but you won't be able to undo the erase to get your old screen back.

Click on the Drawing Tool Icon with the Left Mouse Button or the Y Button to activate the pencil tool. Clicking on the Drawing Tool Icon with the Right Mouse Button or the A Button will activate the Tool's sub-menu.

Click on the Shapes Icon to go to the Shapes Selection Screen. Here Porky Pig juggles all of the different shapes you can add to your drawings. At the left are the Shape Selection Buttons – if you click on any hollow or filled shape, Porky will start to juggle it, and when you return to the Drawing Board, you can click with the mouse, hold the Left Button down, and drag that shape out like a rubber band. When you release the mouse button, your shape will appear. You can make shapes any size or color you want. To access the Tool's sub-menu, press the Right Mouse Button. To activate the Tool's function, press the Left Mouse Button or the Y Button on the Controller.



Click on the Scissors Icon to bring up the copy, flip and turn buttons at the top of the screen. Click and drag around a part of your drawing to select it, then move to another area and click. The area you had selected will be copied to the new location. If you click on any of the flip or turn buttons at the top of the screen, the area you select will not only be copied, it will be flipped like a mirror image, or upside down or turned on its side. You can do a lot of special effects with the Scissors Tool – be sure to try them all!

Click on the Paint Brush Icon to fill an area with a color. This works especially well on the Pre-Drawn Backgrounds. First, select a color from your palette. Click on the Paint Brush Icon, then click on the area that you want to fill – the area doesn't have to be white, it can be any color – and you don't have to click on lines. Just click anywhere inside an area. Sometimes an area doesn't have a solid line around it and your paint will spill out – don't worry – just click on the UNDO Icon to undo your fill. Then go back with your pen and make sure all of your lines are solid before you fill again.

P Once you click on the Pattern Icon, you can use any tool to draw with patterns. The "P" will light up and the lines, shapes, letters, or fills you make will be in a pattern! If you want to change your pattern, use the Right Button to click on the Pattern Icon and you will go to the pattern Selector Screen. Marvin the Martian is in charge here, but he'll let you select any of the 16 patterns he has on his machine to draw with. To select a pattern, just click on it and it will appear in the large window. If you don't like any of Marvin the Martian's patterns, select one of the colors in your palette and start drawing a new pattern on top of the pattern in the large window. You can also use the buttons at the bottom of the Pattern Selector machine to clear a pattern or copy a pattern. Make your own patterns and see what happens when you draw with them. To stop drawing with a pattern, click on the Patterns Icon again and the "P" will go dark.

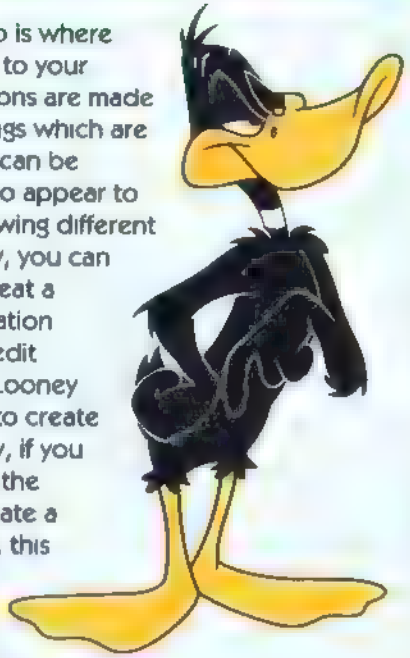
Click on the Rubber Stamp icon to stamp different colors and patterns onto your drawing.

abc Click on the Letters Icon to add words to your drawing. The alphabet, numbers and punctuation are shown in the center of your screen – click on the arrows until the letter you want is in the exact center, then click on the "Print" Button to print that letter. Select a new letter and continue until you spell out your message. You can change the color of your letters by clicking on colors in your palette and you can change the style of your letters by clicking on the "Font" Button. Fonts are different styles of letters and the Animation Factory has four different fonts for you to choose from.

Click on the Picture Frame Icon to display your drawing. Your picture will appear without the tools or palette – click on your drawing to bring back the tools and palette to continue drawing.
To change the Frame graphic, press the Right Button on the mouse.

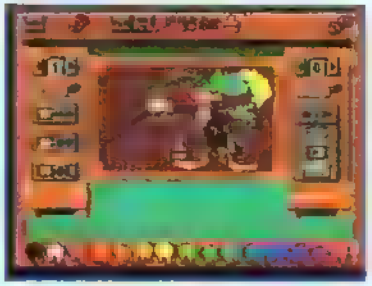
S L Click on the Load/Save Icon to save your drawing, music and animations, or to load something that you have saved.

The Animation Studio



The Animation Studio is where you can bring action to your drawings! All animations are made up of **Frames**, drawings which are slightly different and can be shown in sequence to appear to be in motion. By showing different Frames of Bugs Bunny, you can make him appear to eat a carrot. Use the Animation Studio to color and edit different pre-drawn Looney Tunes animations or to create your own. By the way, if you haven't already used the Drawing Board to create a background drawing, this would be a good time to go back and do one! Bring up an appropriate Pre-Drawn Background and color it in if you want – anything to give your animation a home!

- EXIT — Return to Main Menu
- ■ — Stop Animation
- ▶ — Play Animation
- ▶ — Animate on Background
- SPEED — Animation Speed
- NEW — Select a new animation
- FRAME — Select an animation frame
- Set Animation Path
- NEW — Revert to Original Frame
- Flip Animation Direction
- Copy Animation Frame



Click on the "END" Button to go to the Main Menu

This is like the "Stop" Button of a VCR. Click to stop an animation.

This is like the "Play" Button of a VCR. Click this to make your animation move. Your animation will continue to move until you click the Stop Button.

Click here to hide the Animation Studio and display your animation on top of your drawing. Click the Play Button to bring your drawing to life! **NOTE:** The Frame you have selected will be displayed during the Animation.

This shows the Animation Speed. 0 is the slowest speed and 9 is the fastest. Click on the arrows above the Speed Icon to slow down or speed up your animation.

Click on the Animation Path Icon to make your animation move across your drawing. The Animation Studio will disappear and your animation will be shown on top of the current drawing on the Drawing Board. Each time you click, you are making an Animation Path, shown by a series of dots. You can click up to 99 times along your path – the closer together your clicks are, the smoother your animations will be. If you make a mistake, you can click on the Animation Path Icon again to clear your path and start over.

Click on the New Button to revert the current animation frame back to its original state.

Click on the Flip Button to change the direction of the animation.

Click on this Icon to Copy and Paste Animation Frames. First select the frame to copy, next click on the Copy and Paste Icon. Then, use the Frame Selector arrows to change frames. Each new frame you advance to will be replaced by the copied frame.

Game Arcade

NEW Click here to go to the Animation Selection Screen where you can pick from your favorite Looney Tunes characters to animate. Use the Arrows to scroll the characters up or down and click on the character or the "Use" Button to bring that character into the Animation Factory. There is one blank space in the Animation Selection machine – this is for you to create and save your own animated character!

FRAME This shows the current frame number for your animation. Click on the arrows above the Frame Icon to move to the next or previous frame to color or edit. All of the animations in the Animation Studio are made from six different frames.

This section of the Animation Factory is strictly for fun! Go here to play Looney Tunes Mix 'N Match. The Looney Tunes Mix 'N Match game is a memory game. The player selects a crate which will open to reveal a Looney Tunes Character. The object is to select the crate that has the matching character. Some crates do not contain any character. To win, the player must find all the matches before revealing three empty crates.

Saving/Loading

This screen allows you to save your drawings and animation into the Game Pak's memory and to load them at a later date. Only one drawing and one animation can be saved at a time.

Mission Control

This screen allows you to set the cursor speed faster or slower for players using a mouse. A slower cursor speed allows you to draw and paint with more detail. A faster speed allows you to move from one side of the screen to the other more quickly. You can also select to turn On or Off the screen saver, music and sound effects.

Music Hall

Create a masterful musical selection and watch the Looney Tunes band play it – or go back to the other sections of the Animation Factory while your music plays in the background!

Music Hall Quick Reference

- Return to Main Menu
- Load or Save a composition
- Clear a composition
- Select a pre-made composition
- Undo
- Advance to Start/End of score
- Advance score in small increments
- Rewind
- Stop
- Play
- Fast Forward
- Loop
- End of Score

Each of the Looney Tunes band members plays a different instrument. Click on different characters and place their icons on the musical staff at different heights for different levels of pitch. You can place up to four notes in a vertical line to create a chorus of notes played at the same time. To remove notes, select the unwanted note and press the Right Button or the Controller A Button. In addition to the instruments, you can also place different sound effects on the musical staff to make really Looney Tunes! When you have placed all of your notes and sounds, select and place an end of tune marker.

Use the Rewind, Play, Stop and Fast-Forward Buttons to move along the musical staff and to play your composition. If you click on the Loop Button, your composition will play over and over again, starting at the beginning each time it reaches the end of tune marker. Your music will continue to play, even if you go to a different section of the Animation Factory, until you return to the Music Hall and click on the Loop Button again to turn off the looping or press the Stop Button.

Click here to change the music's Time Signature from 3/4 time to 4/4 time and back.

Click here to select from one of eight pre-composed Looney Tunes tunes! The tune you select will appear on the musical staff, and you can play it or edit it as you choose – try replacing the notes from one instrument with another – or with a sound effect!

This icon means End Score. To end the score, select this icon then select the ending sheet. The stop will appear at the end of the sheet.

Click here to erase the current composition from the screen and start from scratch.

Saving Your Creations to Video

If you would like to save your Animation Factory drawings, music and animations on video tape, use one of the following methods to connect your Super NES to your VCR. Make sure that power is turned off on all units before connecting or disconnecting. If you have any problems, please consult the hookup instructions for your VCR.

Using standard Super NES RF switch:
1. Connect the Super NES RF switch to the VHF coaxial input on your VCR. Plug the phono jack of this cable into the back of your Super NES.

2. If there isn't already a connection, use a standard coaxial cable to connect the VHF output on your VCR to the VHF input on your television.

3. Turn on all systems, set your VCR to the channel that you normally use to play your Super NES, and record away!

Using a Super NES audio/video cable:
1. Connect the audio/video cable to the port on the back of your Super NES, and to the audio and video input ports on your VCR.

2. If there isn't already a connection, use an audio/visual cable to connect the audio and video outputs of your VCR to the audio and video inputs on your television.

3. Turn on all systems, set your VCR to the channel that you normally use to play your Super NES, and record away!

Notes

Notes

Limited Warranty

90-Day Limited Warranty

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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